

MURD'RING MINISTERS

Issue #25

October 22, 1980

STUFF

MURD'RING MINISTERS is a gamezine featuring postal DIPLOMACY and other multi-player wargames. It is brought to you monthly, featuring three week deadlines by Ron Brown, 1528 El Sereno Pl., Bakersfield, CA 93304. Phone is (805) 834-8409. The subscription rate is \$5.50/12 issues. See the GAME OPENINGS section on pg. 16. for individual gamefees and available openings.

This is without a doubt the fanciest Title Page in the history of MM. I'm still waiting for my order to arrive for the little gizmos one uses to write or draw on these stencils. So one must get by with what one has. Hopefully there will be something a bit more flashy next issue.

First off, a quick comment on the Readers' Poll contained in last issue: thanks to all of you taking your valuable time to complete the form. I truly appreciate it! By the next deadline (11/21/80) I should have tabulated the results and will let you know how they turned out. So far the response has been pretty good and I do appreciate it!

In VOLKERWANDERUNG #14, Bob Arnett gives the current top 20 players of DIPLOMACY based on Steve McLendon's (THE DRAGON AND THE LAMB) "Dragon's Teeth Rating System." Bob urges all of us to "stab for the fun of it" all who appear on this list. His reasoning is that anyone who makes it to the top 20 takes this hobby too seriously and should be attacked by those of us who are in the hobby for the fun of it. Well, I think I'll prefer to play each game as it happens but for those of you who agree with Bob (or like me are just curious to see who the top-rated players are), here is the list of the current "Top 20":

- | | |
|--------------------------|-----------------------------|
| 1. Dave Crockett (6W) | 11. Richard Walkerdine (2W) |
| 2. Tim Roberts (4W) | 12. Mike Ingham (2W) |
| 3. Ray Evans (4W) | 13. David Barnes (3W) |
| 4. Gary Kilbride (3W) | 14. Dave Ditter (3W) |
| 5. Richard Hucknall (3W) | 15. Mike Lariton (3W) |
| 6. Tony Ball (4) | 16. Nicky Palmer (2W) |
| 7. Steve Pratt (3W) | 17. Andrew Holborn (2W) |
| 8. Lee Kendter Sr. (5W) | 18. Horst John (2W) |
| 9. Eric Willis (3W) | 19. Tom Ripper (3W) |
| 10. Randolph Smyth (4) | 20. Steve McLendon (5W) |

I wonder if all the above are current players or if this is an "all-time" list, or perhaps some on the list are European players? The only one I've been in a game with is #4, Kilbride. I thought he had given up the hobby but possibly he's still playing. Well, there it is for all of you who, like Bob, want to start sharpening your knives!

About NMR fees -- look for them to be included in future MM games. I was a bit surprised to see nearly everyone wants an NMR fee included! I would have thought most players disdaining it as just another added expense to an already inflationary hobby. But, no! Black Jack Masters pointed out to me that there have been 31 players who have NMR'd in MM games during the past two years. 18 of them are no longer with us. Maybe an NMR deposit will help. We'll try it!

((Con'd next pg.))

MORE STUFF

Do you like to read about hobby feuds? (I know you do, John!) Then you'll love reading the RRR column in this and future issues. It's Linsey vs. Caruso and by all indications it may continue for awhile. I have told both opponents, er, I mean hobby members that I'll print whatever they have to say (within reason). I'm not taking sides and welcome any outside comments they kindle from anyone else. So feel free to write . . .

Speaking of Brux, his zine VOICE OF DOOM has game openings for the first time in a long time. Write to him at Bldg. 11 Apt. 21, Leisureville, Watervliet, NY 12189. Sub rate is \$5.50/10 issues, \$3.00 gamefee plus \$3.00 NMR deposit. Brux's latest VOD #26 came in full of articles at a hefty 32 pages! Bruce also says the Novice Packet is ready to be distributed. If you would like a copy, send 75¢ in check or stamps and he will mail you one.

And while on the subject there's yet more to say about Bruce (geez he stays in the limelight). First VOD was faked masterfully (if you catch my drift). Now, I'll tell you right off that I know who the faker is but I promised not to tell -- yet. Anyway, the fake was one of the best fake jobs I've seen recently and there have been many to see! Especially entertaining was "Profile of a Diplomacy Family" by "Jack Masters". Someone has imitated Black Jack's style to a 'T'. Look for it to be reprinted someday in MM. (Someone told me they thought Dick Martin is responsible).

One last thing about Brux and VOD (I swear it!) In his "Brux Speaks" column, Bruce says the Leader Poll may have been rigged as an explanation to Bruce's low (48th out of about 50 rated) score as a GM. He says that Bob Arnett "named the perpetrator" of this movement and Bruce strongly hints at Kathy Byrne (although not saying so outright). If Bob denies telling Bruce these "facts" Bruce Linsey may be back in the center of controversy again! Remember, you saw it first in MM!

DOWN 'N' DIRTY is a new subzine to the BRUTUS BULLETIN which features two game openings in 21 day deadline games. Gamefees are \$2.50 for BB subbers and \$3.50 for anyone else. One game will be grey press and the other black! DnD is published by Dave Marshall, 1547 Maple Grove Rd, South Euclid, OH 44121. Include a country preference list and state which game (grey or black press) you want to join.

And lastly, Black Jack and Rodriguez tell me my article this issue on the Austrian opening I refer to as "The Trieste Gambit" ought to be correctly titled, "Hey, Triesto." Well, I'm going to call it 'Gambit' because that's what it is, a big gamble on the part of the Austrian player. I know that Sharpe has his opening "Hey, Bresto" where the English talk France into willingly give up Brest to the English. But I think "The Trieste Gambit" is a more suitable title.

Dan Kuszynski's wild "Vacation Diplomacy" begins this issue. It promises to be full of laughs so you owe it to yourself to follow it a bit. See pg. 17.

* * * * *

after the stab . . .

"No, 'tis not so deep as a well, nor so wide as a church-door; but 'tis enough, 'twill serve: ask for me tomorrow, and you shall find me a grave man."

ROMEO AND JULIET, III, 1, 101

THE DIPLOMACY ADDICTION TEST

formulated by

Dr. Alfred P. Giddings

DIPLOMACY enthusiasts everywhere now have the chance to find out exactly how addicted they are to this habit-forming game of cunning and deceit. To find out precisely how hooked you are, please answer truthfully and honestly (knowing the calibre of people reading this, it may be too much to ask!) with the best single answer.

- T F 1). I publish or am in the process of putting out a zine of my own.
- T F 2). A day doesn't go by without making some reference to DIPLOMACY.
- T F 3). I lie awake late into the night planning moves in the pbm games I am in.
- T F 4). My wife or best friend will not talk to me as I am bored with anything other than my responsibility to the hobby.
- T F 5). I resort to drugs or alcohol to relieve tension due to stabs inflicted by long time allies.
- T F 6). In at least one pbm game, I have played more than one position in order to enhance my chances of winning the game.
- T F 7). I read every zine I sub to from cover to cover.
- T F 8). I discuss strategy and tactics with fellow co-workers even though they are not interested and ignore me completely.
- T F 9). I keep extra conference maps at work with current positions of all the games I am in in order to mull over them during working hours.
- T F 10). I have lost my job due to question 8 or 9 above.
- 11). I have been playing DIPLOMACY regularly for
- less than one year
 - 1-2 years
 - more than 2 years
- 12). I currently sub to
- 1-4 zines
 - 5-10 zines
 - more than 10 zines
- 13). Frankly speaking, I would rather _____ than anything else.
- breathe
 - screw
 - play Italy
- 14). In my pbm history, I have NMR'd
- more than twice
 - 1-2 times
 - never
- 15). I am a stand-by in _____ zines.
- 1-2
 - 3-4
 - 5 or more
- 16). Due to extremely large phone bills and mounds of postage spent on DIPLOMACY in order to break even I have had to
- sell my car
 - sell my stock in Avalon Hill
 - sell my wife

((Con'd next pg.))

DIF Addiction Test (Con'd)

- 17). The best thing that ever happened to me was
 a) picking a ten-teamer during football season
 b) losing my virginity
 c) winning my first DIPLOMACY game
- 18). My hero is
 a) Tim Conway
 b) Kaiser Wilhelm
 c) Allan B. Calhamer
- 19). After being eliminated in a DIPLOMACY game I
 a) swear
 b) cripple a nun
 c) sign up for 3 more games and promise it'll never happen again
- 20). My life ambition is to
 a) retire
 b) meet Allan B. Calhamer
 c) change my name to Allan B. Calhamer

Now to find your level of addiction, give yourself 5 points for every TRUE answer in questions 1-10.

In questions 11-20 give yourself 5 points for every "c" answer, 3 points for every "b" answer, and a goose egg for every "a" answer. Proceed on when tallied.

If you scored:

below 25 points.....It's a wonder you even play the game at all.
 25-50 points.....You're still able to enjoy non-DIPLOMACY activities.
 51-65 points.....You're in the puberty stage of DIPLOMACY addiction.
 66-75 points.....Over the hump at this level. It'll be tough but still possible to return as a functioning member of society.
 76-89 points.....Do your family and friends a favor and leave town.
 90-100 points.....Totally a hopeless case. Mental retardation has set in and your future in politics clearly is all but assured.

* * * * *

A DIFFERENT OPENING FOR AUSTRIA -- THE TRIESTE GAMBIT

by
Ron Brown

How many times have you started a game as the Emperor of the Austro-Hungarian Empire by negotiating with the Pope of Italy, trying to persuade him of the benefits of seeking the sunny southern shores of France, or perhaps the coffee fields of the Turkish Empire? How many times have you thought you were successful in these negotiations only to find at the conclusion of Spring 1901 two Italian armies camped in Tyrolia and Venice? Needless to say, if this happened to you, you lost Trieste to the Italian, didn't you? If not in 1901 then certainly in 1902. It is my firm belief that Austria cannot survive in this game if she is attacked by Italy. If the Italians attack you from the West the chances are very strong that Russia, Turkey, or both will hit you from the East. If this happens to you it is a certainty you'll be out of your misery and out of the game by as soon as 1903. If Italy will ally with you, however, you have the making for a strong alliance that can help you into a strong game and a winning position. How? Use the "Trieste Gambit" opening.

If the I/A alliance is a strong one (and I assure you that it is) why is the Italian invasion of Austria played about 55% of the time as Italy's favorite opening? The bordering supply centers of Venice and Trieste, that's why. It's extremely difficult to trust someone who can build units right on your very border. The Ven/Tri situation is unique on the board and the only place this occurs. Italy is usually concerned also with naval supremacy in the Mediterranean; the possibility of Austrian fleets popping up in Tri (the only place Austria can build them, it's worthy to note) can be unnerving to some Italian players.

With all the above pretty much being statements of fact that are obvious to us the question looms before us of how to eliminate this mistrust of our Italian friend? We know that if Italy attacks us we are certainly doomed to failure. Austria's first priority must be to make sure Italy will not attack her. Therefore, let Italy have Trieste without a fight. Invite Italian takeover. Beg Italy to take it. In exchange for what? A solid, long-lasting alliance. This is, in effect, the "Trieste Gambit" opening -- making a gift of your home supply center Trieste in exchange for not launching a full-scale invasion against you.

The Italian player will most likely agree to take Trieste; it's hard to resist the invitation. Of course, he'll ask you why you are being so generous. Tell him how you realize Austria is dead if Italy attacks in force. Tell him if he occupies Trieste and Tunis in 1901 he will be a respectable power at 5 supply centers going into the crucial year of 1902. Tell him if he takes Trieste you cannot build fleets which is necessary for you to attack him. Point out to him you will still get a build (gain Serbia and Greece while losing Tri) and can hold off Russia while together you drive into Turkey. Make sure you point out to him that Turkey is his chiefest rival in the waters of the Med and that all you wish to do is make your ally the supreme naval power in the Med. Point out that the combination of Austrian armies and Italian fleets could be unstoppable. And most importantly, remind him that with Trieste flying the Italian flag, you cannot stab him. Any move you might make against him must be predicated by retaking Trieste first; and this gives him at least a year's warning before you can do anything else against him.

The 'gambit' portion of this opening's title derives from the fact that if you try this opening you are gambling that the Italian won't accept your open invitation to walk into Trieste unmolested and keep on going. This is a considerable

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TRIESTE GAMBIT (Con'd)

gamble to take. But if your generosity by voluntarily turning Trieste over to him is not enough to dissuade him from hitting you, he probably would do it anyway and you're gonna die anyhow!

For the record I've tried this opening twice: once in a postal game (1977HG) and once in a face-to-face game at GLASG V. The result? 1977HG ended in 1908 with a 20 center Austrian victory. The other game was called after 1905 with a 10 center Austria which 'won' by concession.

So, the next time you are in a quandary over what to do since you got 'stuck' with Austria, remember the "Trieste Gambit." It might surprise you with some interesting results.

* * * * *
READERS' RHETORICAL REPLIES

((from Jennifer King))

Dear Ron,

How are you doing? Sorry I haven't written earlier but we've been short-handed at work and I've been doing lots of overtime. I also had an idea and wondered if you'd like it. Could I start a sports column in your 'zine? It would consist mostly of football and basketball commentary. I know you probably don't think women know much about sports but I can talk football with the best of them and know basketball pretty well too. Unfortunately, I consider baseball pretty boring, but if you wanted baseball commentary I'd do that too. I'd concentrate mostly on west coast teams and I'm sure I'd bring you instant fame because you'd have the only zine featuring a female sportswriter (you'd probably be publishing the only black female sportswriter period).

Jen

((Sounds interesting to me. I'm quite a sports freak myself, so is Al, and it seems as though there are quite a few in the hobby. Why not give it a try and see how it goes. - RB))

((from Stephen Lee))

from the MMM:

We've decided to seize an opportunity with this "Murd'ring Minister of the Month" bag. Why not? Sure it's an honor and all but . . . no plaque (gulp) no trophy? JR was sorta figuring on sharing the award by melting it down. Therefore we have co-conspired to usurp powers not already heretoforementioned on the matter of the award's succession.

We nominate as our next "Murd'ring Minister of the Month". . . Gary 'Zip Code' Goughlan. Gary has not only proven himself prolific in diplomatic circles; he apparently gets just as cranked up at work.

A recently de-classified study from the Post Office's Genetic Research Lab claims our own Gary is an excellent candidate for occupational cloning. With overtime incentive experiments; the volume of mail out of Memphis can be adjusted by 10%. Remarkable? Gary claims to be responsible for most of the mail out of Memphis.

Operation Bulk-Rate is cost effective too. As long as Gary continues to

((Gon'd next pg.))

RRR (Con'd)

to trade his payroll for stamps. "I just like to lick 'em," quote.

Three M's for Gary Coughlan,
Stephen

((Well, you have certainly convinced me that Gary deserves the MMof theM award for October! Besides, I know of another reason I'll share with everyone later on that makes Gary so very deserving of the award for this month. Here's to you, Gary! But read the next letter for another bit about 'The Memphis Flash' - RB))

((from Bob Olsen))

Dear Ron,

In the interest of fair play, justice, and niceness, I must rise to the defense of Dick Martin, against the senseless rantings and vile insinuations of this person Gary Cofflin or whatever his name is.

In his paranoia and demented hostility Mr. Coughlan has imputed some sinister significance to the choice of a name, and specifically to the preference of any player who has one. His own preference, which he attempts to foist off on an unsuspecting public through intimidation and intellectual blackmail, is for RETALIATION. Fine. Very revealing. Mr. Koflon's terrible temper is known throughout the halls of DIPLOMACY, and it's only appropriate that he choose a name consonant with his own uncontrollable urges.

Then he has the nerve--this vacillating scoundrel--to voice approval of another name, ????????. To this I can only say, ????????. The name reveals nothing, being similar in this respect to Garrie's diplomatic messages, and if that's what you want, then I suppose it's a desirable name.

Finally we come to the name disparaged by Mr. Cofflin, GRAB DOTS!!! I feel constrained to point out that this is the name selected by Mr. Dick Martin, a successful and highly respected publisher; therefore it follows that it must be a good name. Notice how Dick's zine's name refers to the bottom line of DIPLOMACY, the reason we play it at all. Not to Garye Klofman's penchant for the senseless vendetta, or his tendency to helpless confusion. Dots. That's where it's at. Really, I'm alarmed that Mr. Conklin speaks out against such a perfectly legitimate name. It's this kind of thinking that puts a Turkish army in Silesia in 1905 in, say, one game out of 1645. It's this sort of thinking that results in delusions of grandeur, another one of Carrie's many faults. But one cannot blame him too much; Mr. Croftling has so little experience in DIPLOMACY, and besides that, he's a Southerner. I mean, if we can believe Jack Masters, recently Crompton decided to get into a pickup game of ftf DIPLOMACY, and the board fell off the dashboard and onto his lap! So really, what are we arguing about?

Cordially,
Bob Olsen

((from John Caruso))

Ron,

I love the poetry. It's sort of a change of pace from the other dribble that appears in other zines, including my own. How about some Ron Brown originals?

I liked Gary Coughlan's article. It was interesting. My first zines were COMMAND and TER-RAN. I quickly branched out to SUICIDE, BROUHAHA, LD&NS, AGAINST THE ODDS, WARMONGER, and so on. Most of those have folded, but there's a new corps of very good zines out now.

I agree that RETALIATION is a better name than ???????? or GRAB DOTS!! but disagree with the pronunciation of zine, as in fine. We of this hobby have created

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RRR (Con'd)

a new word from an old one. When you shorten the word and drop the apostrophe, your new word becomes zine, which if you bring to a linguist is pronounced zīn. Ask any literary scholar.

In any case, I like your zine and on a scale of 1-10 rate it a 9. Keep up the good work.

John

((And where were you when MM was getting a rating of only 7.05? Seriously, thanks for the kind words. I enjoyed Gary's article too as just about everyone did, I think. And linguistically speaking, the English language has far too many variable elements to every be able conclusively state a certain grouping of letters must always have one particular pronunciation. I can think of several exceptions to the example you have given. I think it was Shaw who pointed out that using examples from various words that it would be feasible to spell 'fish' as 'ghoti'. You take the 'gh' from 'enough', the 'o' from 'women', and the 'ti' from 'motion' and you have the sounds for 'fish'! I still think zine sounds like the ending to magazine. - RB))

((from Jack Masters))

Dear Ron:

Issue #24 looks great! Everything except my picture on the cover; the next time you pub one of my pictures, please use one where I have my hair combed. OK?

Am looking forward to your article on playing Austria. You and I both know, however, that the proper name for this ploy should be "Hey, Triesto" and not "The Trieste Gambit." Perhaps you will someday follow it up with an article on playing Italy where you show a defence for the Turkish "Syrian" opening.

I am enclosing the Readers' Poll. A couple of matters suggest further comments as follows:

I would rather see you keep the issues a bit smaller and mail them out first class. Third class creates no problem for me, as near to you as I am, but it does move slower and creates problems for players on the east coast. Putting out two issues a month, on occasion (or even every month) as you get the material to pub, is a good alternative. But please do keep the game results in for everybody to see.

Regarding NMR's. These are a serious problem. Do you realize that in the past year (13 issues) you have had 52 NMR's in MURDERING MINISTERS, committed by 31 players? The best thing that I can think of to discourage NMR's would be to imbed a small explosive device in the player's scrotum. A device that would explode when and if your typewriter ever banged out the player's name and immediately followed it by typing the capital letters "NMR".

Black Jack Masters

((Thank you for the constructive criticism which I am always grateful to receive. You have several points that are very well taken. Although I haven't analyzed the Readers' Poll forms that have come in yet, I was somewhat surprised to note an almost unanimous favorable response for the inclusion of an NMR fee when signing up for a MM game. NMR's are a problem in the hobby and I guess they always will be. Since most favor the fee though, look for future games to have one. Of the 31 players who have NMR'd, 18 are no longer receiving the zine, so maybe things will improve a bit. I am seriously considering the suggestion concerning issue size and 1st class postage but I'll wait until I've broken down the Readers' Poll forms before reaching a decision there. Thanks for writing. - RB))

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RRR (Con'd)

((from Al Pearson))

Dear Ron,

How goes things? I just got MM #24 in the mail yesterday and spent most of my free time since looking into it. It must be nice to be able to afford (or going into debt for) a mimeo machine. I see you had several people contribute to the cause. What kind of threats did you use? Is your real name Ronald "The Ball" Brownitelli or something similar, and you threatened to send some of the "boys" around to rearrange some faces? Well, I say go with whatever works.

I hope you got JAF #1 in the past week. The production job was not as good as I would like, but it was readable, and the quality should improve over the next few issues as I master the machine. You don't appear to be doing too bad in your game. I hope the features will be of interest to readers; the strategy/tactics stuff turns some people off, but it is interesting to write, and I like to read some of these articles to get different points of view (It sometimes gives me a clue as to how others might view a situation outside by personal biases). I have received a couple of calls already, and the people seem to really like "Diplomacy Doctor." I thought that might catch on with some of the weirdoes I sent the zine to. . .

I have enclosed my poll; hope to hear from you later.

Al Pearson

((Well, first of all, I've known some girls in the past who called me "The Ball" but it was for a somewhat different reason than the one you alluded to! Ouch! Sorry, Char, didn't see you standing there! Seriously, the guys who kicked in a bit for the machine are simply the greatest; as long as I have people like that subbing to MM I'll keep publishing. I like S&T articles too although I'm aware it's popular to say you can't stand them. I just don't know all there is to know about this game and I, like you, enjoy hearing other peoples' ideas. For any of those looking for a game, Al's JUST AMONG FRIENDS is a very promising new zine and one that should be looked into. He has openings and as you can tell from the above, ye olde Main Minister here is in one of his games. Note that he also said it looks as if I'm doing OK? I'm Germany, it's F'01, France has just supported himself into Bur, Russia moved to Gal against my wishes, and England wants Den. Other than that things are going great! You should write Al for a sample at Rte 1, Box 177B5, Kearneysville, W.VA 25430. - RB))

((from Don Swartz))

Ron,

Just a note to go with my "poll." I absolutely LOVE the readable printing (not to mention the excellent articles). I enjoyed your editorial. As for Gary Coughlan's article "What's In a Name?" I couldn't agree more, it seems that the MEMPHIS FLASH and I are on the same wavelength. I have enjoyed some of his other articles before, but he seems to have outdone himself this time. (Perhaps he and I were related in a previous life.) Also put me down for a standby for the MACHIAVELLI game. I definitely do not care for the idea of inserts especially if I have to standby in a game. Keep up the Shakespearean quotes, they definitely add to the distinctiveness of your 'zine. (I prefer it pronounced like lean). MM just keeps getting better and better!

Don Swartz

((I think the Mimeo is a great improvement over the ditto, too. For those who care, my machine is a Gestetner 466. Most seem not to favor the idea of game

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RRR (Con'd)

inserts much. That is well and good because it agrees with my feelings on the matter also. I know that when I sub to a zine, I like to see all the other games and see how they're going and as you pointed out, especially if you may be called on to standby. Thanks for sharing your thoughts. - RB))

((from Jeff Albrecht))

Dear Ron:

I like the idea of two issues per month, one issue containing the games and the other issue containing whatever else needs to be printed. You could probably limit both issues to approx. 12 pages per issue. I like this option the best as I don't digest 24+ pages all at once very well.

But, if you only want to publish once per month in order to conserve your time, (which is entirely understandable), then, increase the number of pages per issue and increase the price per issue accordingly. Don't let the number of pages per issue fluctuate along with the fluctuation in price -- that would be a book-keeping nightmare for you and would probably be cause of hard feelings with your subbers.

You asked for them and so you have my humble thoughts on the running of your zine -- take 'em or leave 'em.

Keep up the good work and keep it coming to my mailbox!

Cordially,

Jeff Albrecht

((Thanks for sharing your humble thoughts, Jeff. I appreciate all the good suggestions that you guys are sending in and I will make any adjustments that the readership feels necessary to improve things. Next issue, after I have thoroughly analyzed the Readers' Poll, I'll let everyone know if there will be any major (or minor) adjustments. - RB))

((By now everyone is probably familiar with the "feud" that has developed between Bruce Linsey and John Caruso. The next two letters are from these two. I have felt that MM should be an open forum for any energetic enough to write so I have in the past and will in the future print almost anything. (It must be within reason and under control). I am printing both sides of the issue to be fair and remain neutral. If anyone else feels the urge to comment, they are welcome. - RB))

((from Bruce Linsey))

Dear Ron,

MM #24 arrived today, full of interesting reading as usual. I think in the long run you'll be glad that you bought the mimeo. At first, I bought one as well, and it gave me trouble, but if you can get it to work right, it's a damn good investment. And MM really looked great this time around.

Your editorial was really more or less an open letter to Konrad. I agree mostly with you, but you have to understand Konrad's somewhat pessimistic outlook. The guy's been around for 10 years and has taken more than his share of lumps, and I can certainly sympathize. Hey, Konrad, hang in there, will ya? There're a LOT of us out here who will miss your pub when it goes!

Well, though, Konrad already knows that I feel the hobby will miss him. But, this being really a letter to you . . . Gary's article was interesting, as are all of his pieces. I liked RETALIATION better than GRAB DOTS!! , but let Dick change his zine's name every single issue if he wants. It'll still be great, even if it doesn't have ANY name. But, Dick knows how I feel about his zine. But this is really a letter to you . . .

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RRR (Con'd)

So what do I think of MM these days? Simply this. It gets better and better and is now among the top seven or eight zines in the hobby. From my own experience here, the GMing is impeccable, and I will recommend you to anybody who asks. Anybody who is reading this: those game openings Ron has are worth it! Grab one while they're left! I'm also enjoying the Readers' Rhetorical Replies and seeing it gradually expand. Which brings me, naturally, to John Caruso's letter.

John's statement that I "put him and Kathy on my standby list to make people think all was forgotten" is totally untrue. There is but one way to become a standby in VOD: you have to ask. I put their names on my list because Kathy asked me to do so, and they remained on the list until their sub expired.

Further, I feel that a GM should ask a player before placing him on the standby list. When I first started trading with WHITESTONIA, Hohn put me on his standby list without asking me. For reasons that I won't go into now, I did not wish to play in W, so I asked John to please take me off. At first he ignored the request; then he treated me as though I was guilty of some great crime for not wanting to standby! I'll stick to good zines like MM and BB as a player, thank you. The treatment in WHITESTONIA, if not unethical, is downright shoddy. I prefer to play where I am treated as a human, and I believe in running games the same way.

Caruso advises people to avoid me. Gee, now, do you really think all those 99 million loyal, screaming Doomies are wring? I mean, there are a lot of people out there enjoying VOD right now, to judge by my mail, and my gradually increasing sub list.

But enough on this. If you want to keep publishing stuff about my feud with the New York City sewer gang, then go ahead -- I'm always game for some juicy verbal exchanges. However, I was under the impression that you were going to let this die down . . .

So what makes you and Mills think I published that gross, nasty, awful issue of BRUXUS BULLETIN? I think anybody who would do such a naughty thing is a horrible, awful terrible criminal and should be driven out of the hobby Caruso-style! No, just kidding! Of course I did it! As for my next fake, seeing as how I like to keep things stirred up, maybe another WHITESTONIA . . . ?

I do hope you will reprint my "Sneaky Plot" article in MM. Really, it belongs there, and I think your readers will enjoy it. Besides, certain of your readers will be pleased to learn that VOD really does not exist! (Heh, heh!)

Keep up the great work!

Best,

BRUX

((Thanks for the good words, Bruce. I agree essentially with your remarks about Baumeister but I do think that some of his views are a bit distorted. I too, however shall miss seeing EGGNOG very much and reading Konrad's excellent zine. I think that perhaps he will reappear in the future after a hiatus. You're right about the RRR expanding: look how long this one is! I agree with you about Dick having the right to name his zine anything he wants. I would, though, like to see him stick to one game just for the sake of limiting confusion later on. I'm not sure how to view the dispute between yourself and Caruso. I'm just providing an open forum where both parties are welcome to air their views. As are any others who wish to comment. Some find hobby feuds very interesting and enjoy reading them so in that case these will find something of interest in this issue. Anyone else is free to comment on this policy. I knew from the start that fake BB was yours. Konrad confirmed my suspicions when he said the giveaway was in plain sight on the cover; and that was the title of course, BRUXUS BULLETIN. The "Sneaky Plot" will shrely appear soon in MM. Thanks. - RB))

RRR (Con'd)
 ((from John Caruso))
 Ron,

Well, it's inevitable that Bruce Linsey will slander me in your zine and attempt to twist things around and state I lied about Kathy and my placement on his standby list. Below is my proof. You have a copy of Linsey's letter to me dated 10/1/80, so rather than write his entire quote, you can verify it in the specific place in my letter. Thank you.

Quote from VOD #17: "... both Kathy and John have requested to be placed on VOD's standby list." Now to quote Linsey's letter 10/1/80: "... because I heard Kathy ask you, and you agreed to it." (verify). Yes, I agreed, when Linsey asked me through Kathy, and there's my proof. Linsey attempted to deceive his subbers by telling them that Kathy and I requested to be on his list, when it was Linsey who ~~begged~~ requested our names on his list. His argument was if we didn't go on his list, for at least a short time, he'd be ruined. Since our intent wasn't to ruin him, we agreed to his offer.

John

((I got a copy of Bruce's letter to you (actually three, two from you and one from Bruce!) and I will verify that your quote is correct. As I stated in the answer to Bruce's letter, the one preceding yours, that is, I refuse to take sides. I will present any statements from both sides and have done so. I on't print Bruce's letter to you unless he tells me to but I will say that I must agree with you on one point you make in your answer to his letter: I do not feel it is appropriate either for Bruce to use "The Novice Packet" as a vehicle for his own personal feelings about you. I have not yet seen a copy of the packet although I've been promised one so I don't know whether Bruce actually warned novice players sending for it about you being an evil, unprincipled CM. I hope Bruce reconsidered this as I personally don't think it's appropriate.- RB))

((from Dave Carter))

Ron,

I'm enclosing your questionnaire which I filled out like a good little subber.

I sub to EGGNOG so I caught Konrad's statements about the present day postal DIPLOMACY hobby. I have only been around the hobby for a year so I am in no position to compare it to other years but I can say that if any such thing as the 'Golden' years of postal DIPLOMACY exists then they are ahead of us and not behind us. (Why do I explain why I am in no position to compare and then go right ahead and do so?)

Are you interested in my voting for the Leeder Poll? Too bad because I'm giving it to you. I gave MM a 7.0 along with RETALIATION, EGGNOG, WHY ME?, THE BEHOLDER, INFIDEL, PASSCHENDAELE. I gave TORONTO TELEGRAM, BRUTUS BULLETIN, VOICE OF DOOM, VOLKERWANDERUNC, RURITANIA higher than MM. I gave ASSORTED GARBAGE, URF DURFAL, DIPLOMACY WORLD, FLYING DUTCHMAN, FOL SI FIE, and CLAW & FANG lower but I voted nothing lower than a 5. 7 is therefore for me an average score which isn't bad considering that being a nonplayer reduces the excitement level each month.

Many thanks for the quotation about 'Creatness' from TWELFTH NIGHT. I know that phrase off by heart and I use it at most FTF DIPFY games but I never know where it came from. I just don't like Shakespeare, since he never wrote Science Fiction.

Well, that's all for now. Are you still on 3 week deadlines like your zeene says?

Yours truly,
 Dave Carter

((I have been mildly amazed by the excellent participation on the Readers' Poll and will get a great deal of benefit from them. My sincere thanks to you and all the rest who sent them in. Yes, 3 week deadlines are still on (for now). - RB))

THE GAMES!

1979AN FINAL STATS AND ENDCAME STATEMENTS

1979AN MURD'RINC MINISTERS (Ron Brown). Austria: Cary Carson (Win F'08).
 England: Timothy R. Haffey. France: D.S. Palter. Germany: Dennis Sulsberger.
 Italy: Paul Smyth (resigned S'06) David Crockett (drop S'07) Dave Crabar. Russia:
 Leslie Webb (drop S'02) CD (out W'04). Turkey: John H. Masters (out F'08).

	01	02	03	04	05	06	07	08
A	5	7	9	10	10	14	15	18
E	4	5	6	6	6	6	5	4
F	4	3	2	3	4	3	4	3
G	6	8	8	9	8	7	7	8
I	5	5	4	4	4	2	1	1
R	3	1	0	x	x	x	x	x
T	5	5	4	2	2	2	2	0

CM - Comment-

1979AN was the fourth game started in MM and the second completed. My compliments to all the players who hung in there and finished the game through to the end. Russia (Webb) dropped early in the game and when the standby who was called (Amenta) also dropped out of sight, Russia was placed into CD. Italy went through three players' control but all the others were played through by the original

players. My compliments to Cary Carson for his excellent play and manipulatory poweres. Players' endgame statements follow.

D.S. Palter - France:

As the boob who lost the game through sheer sloppiness I feel I should say something (granted Austria would have won eventually; still if I'd written SC as I should have . . .). What I'd like to say is that playing out hopeless positions is often worth it. I came back from the dead and it's not the only time it's happened.

John H. Masters - Turkey:

This was certainly not my best game, but was in many respects fun to play. It started off badly for me with a Russian/Austrian/Italian alliance coming straight at Turkey. The Russians gave it to me point blank in his first letter, "Russian and Turkish alliances are historically and functionally impossible, I have no choice but to attack you first," he said. The Italian told me that he was opening with the Lepanto, but told me that he might hold back if I would not take any neutral supply center except Bulgaria and would not build any fleets. Knowing that it would take longer for Austria or Italy to attack me, I put all of my 1901 effort in going against Russia. I tricked my way into Sevastopol in F'01 and when both Germany and England helped in the north--Russia was dead. I had five centers but (in 1901) from then on it was strictly downhill.

In S'02, Austria threw everything he had at me. I was sorely out of position and in trouble. As a gambit, I published a manifesto to the other players stating that unless somebody would commit themselves to attacking Austria, I would simply let Austria have my home centers. No takers, everybody gave Austria lots of clearance--no doubt thinking that I was bluffing. I had two options carry out my threat or relegate myself the task of a lonely defence of Turkey. Austria didn't believe me either, when his armies massed and moved into Bulgaria and Constantinople, there were no Turks to oppose him, my armies were up in Russian territory and my fleets pushing against Italy. The rest of the game was spent by me in scrambling for centers and trying to stay alive. In lasting until 1908 I was reasonably successful.

Sulsberger (Germany) and Haffey (England) played strong games and probably deserved better than they got. Palter (France) played a poor game, and NMR in S'01, miswritten orders in F'01 and miswritten orders again in the final season to give Austria the victory.

1978II X SPRING 1911 GAME ENDS WITH AN ANGLO-GERMAN DRAW!!!

1978II has ended in a two-way draw in the Spring of 1911. The draw is shared by John Michalski (England) and Dave Filant (Germany). England had 14 centers while Germany managed 11. Please send in any endgame statements in time for the next issue. They will be published in MM #26 along with the final supply center chart. Congrats to John and Dave.

1979CF Summer 1908: Russ A Sev-r-ARM; German A Gal-r-WAR.

1979CF FALL 1908 GERMANS WIN WITH ONE FINAL SURGE!

Austria (Palter): A Tri-TYA; A BOH-s-A Tri-Tya; A VIE-s-A Gal; A GAL-s-A Rum;
A Rum-s-A Gal/d/-r-Bud,Ser,OTB; F BUL(sc)-s-A Rum/imp/.
 Germany (Linsey): A Sev-RUM; A UKR-s-A Sev-Rum; A WAR-s-A Ukr; A Mos-SEV;
A SIL-Gal; A Ber-MUN; A Mun-BUR; F Hol-BEL; F Nth-LON; F Cly-NAT;
A Wal-BRE; F ENG-c-A Wal-Bre; A PAR-s-A Wal-Bre; A Gas-s-
A Wal-Bre/a/.
 Italy (Williams): A VEN-Tya; A ROM-Ven; A Bte-Par/d/-r-Pic,OTB; A Spa-GAS;
 A MAR-s-A Spa-Gas; F Mid-IRI; F Wes-MID; F Tys-WES; F Ion-TYS;
 A ANK-H; F CON-s-A Ank.
 Russia (Mercer): A ARM-Ank.
 Turkey (Tucker): F ELA-s-Russian A Mos-Sev/NSU/.

1979CF 1908 Supply Center Chart

Austria- Home,Bul, Yan ,Ser.....	(5) -1
Germany- Home,Hol,Den,Bel,Par,Edi,War,Mos,Swe,Lon,Lpl,Nwy,StP,BRE,SEV,RUM.....	(18) WINS!
Italy- Home,Mar,Tun,Spa,Por,Gre,Smy,Con, Yan ,ANK.....	(11) 0
Russia- Sev	(0) OUT
Turkey- Ank	(0) OUT

1979CF Endgame Statements should be in soon so I can publish them with the final supply center chart next issue. Congratulations, Bruce!

1979G SPRING 1909 RUSSIAN TROOPS MARCH INTO VENICE!

England (Grabar): F Ska-NTH; F NWY-StP; F POR-Spa(sc); F MID-s-F Por-Spa(sc);
 F NAT-s-F Mid.
 Germany (Bumpas): F Swe-FIN; F BOT-s-F Swe-Fin; F BAL-s-A Ber; A BER-s-A Kie-Mun;
A KIE-Mun; A Hol-RUH; A Bel-PIC; A BRE-Par.
 Italy (Haehnel): A TYA-Mun; A Mun-BUR; A MAR-s-A Mun-Bur; A GAS-Par; A SPA-H;
 F LYO-s-A Spa; F NAF-Mid; F WES-s-F Naf-Mid; F CON-H; F Tus-Rom/NSU/;
 F TYS-H/unordered/.
 Russia (Kuszynski): F ANK-Con; A Rum-BUL; A Tri-VEN; A Ser-TRI; A War-GAL; A SIL-s-
 Italian A Tya-Mun; A PRU-s-A StP-Lvn; A StP-LVN; A Fin-STP;
 A MOS-s-A Fin-StP.

Fall 1909 due 11/21/80.

"Those that much covet are with gain so fond,
 For what they have not, that which they possess
 They scatter and unloose it from their bond,
 And so, by hoping more, they have but less."

VENUS AND ADONIS, I. 134.

1979HO WINTER 1906 SEASONS SEPARATE AT PLAYERS' REQUESTS! DRAW FAILS!
 Austria- Builds A VIE,A BUD Germany- No Adj
 England F Nth-r-EDI,Disbands Russia- Builds A WAR
 F Nwg, F Den, F Ska Turkey- Builds A SMY
 France- Build F BRE,F MAR

Spring 1907 due 11/21/80. Those who have orders sent already have until the deadline if you wish to change them.

1979HO Press-

RUSSIA-GERMANY: Poor Liebchen! Your pitiful plea of last fall has touched the Tsar's heart. But you are so very forgetful! I distinctly remember writing you several long letters when you first entered this game as a standby, none of which you bothered to answer even though one included an already stamped and addressed postcard for your total convenience in replying. You were told that Russia would support your fleet into Denmark in Fall, 1904 and this movement was ordered if you check MM 22. You went to Berlin instead and didn't even bother to tell me 1) Sorry 2) Let's do it again 3) the time of day. You could now be twice as strong as you are. You may be right in your criticisms of the others for ignoring you, but Russia definitely doesn't fall into that category. And you say, "I don't know where to go, I don't know what to do." Well, the Tsar has a few suggestions.

ENGLAND-WORLD: Is there anyone out there that could help a depressed and overrun nation? The terms are simple, just destroy France or Russia before I have no more centers. Otherwise, I'm afraid, you'll be conceding the game to them.

BERLIN-EUROPE: Have gone fishing!

FRANCE-AUSTRIA: Boy, that was fun! Who should we crush next?

FRANCE-RUSSIA & AUSTRIA: Hey! You guys cut out talking in that code of yours. I can't understand a word you're saying! Je ne parle pas Francais.

RUSSIA-ENGLAND: I admire your style. You are the one who has true class in this game. Your letters to me as ally and as enemy are diplomatic writing gems. You are a good sport. I wish all players, including myself, had your attitude toward playing DIPLOMACY. WARNING TO THE DIPLOMACY WORLD: Watch out for this one, a real triple threat!

FRANCE-TURKEY: Ever looked down the business end of a triple barrelled shotgun before?

* * * *

1979CW WINTER 1907 CONCESSION FAILS! SEASONS SEPARATE AT PLAYERS' REQUEST!
 France- Builds A BRE,A MAR Russia- declines build
 Germany- No Adj Turkey- F Bul-r-DLA,F Rum-r-SEV;
 Italy- Build A NAP,declines 1 build Removes A Tya & F Sev.
 (owns 8 SC)

Spring 1908 due 11/21/80. Germany now being played by Ron Kelly. There is yet another call for a concession to France. Please vote with your next orders.

1979CW Press-

PARIS: France humbly abstains from the concession vote (= yes?). We have no faith in democracy. And besides, we figure to have a good shot at all 34 supply centers at the rate this game develops.

ITALY-TURKEY: Would you please stop wasting stamps on me? If you want to write me fine, but please say something at least! I mean, the France wins theme is getting old, whether it's true or not.

ITALY-FRANCE: You wouldn't believe the things Turkey has been saying about you! Well, maybe you would.

ROME: The Pope doesn't compose pearls of thyme in winter. Sorry fans.

1979HN SPRING 1907 DOES THE POPE TRUST THE KAISER? DOES THE KAISER TRUST THE POPE?
 England (Barker): NMR! F Wal-H/d/-r-Iri, OTB.
 (Hartman) France: F NAT-H; F Lpl-WAL; F ENG-s-F Lpl-Wal; A BEL-H; F Mid-SPA(sc);
 F Bre-MID; F Mar-LYO; A Mun-Tya/d/-r-Boh, Sil, OTB.
 Germany (Masters): A Edi-YOR; F Nwy-NWG; F Den-NTH; A Hol-RUH; A BUR-s-A, Hol-Ruh;
 A Kie-MUN; A BER-s-A Kie-Mun; A VIE-Bud; A Mos-UKR; A StP-MOS;
 A CON-s-Italian F Eas-Smy; A Sev-ARM.
 Italy (Shelton): F Tyr-WES; F Nap-TYS; F Ion-TUN; F AEG-s-F Eas-Smy; F Eas-
 SMY; A BUL-s-German A Con; A Ser-RUM; A BUD-Vie; A TRI-Tya.
 Turkey (Howard): A ANK-s-F Smy; F Smy-H/d/-r-Syr, OTB.
 Fall 1907 due 11/21/80. As you can tell, the draw proposals didn't pass. There is
 a new call for an I-G-F draw. Please vote with your next orders.
 1979HN Press-
 FRANCE-ROME: Don't get too upset. There are not too many people left to play
 with.
 BERLIN-VENICE: We shall soon see just what your intentions really are!
 FRANCE-GERMANY: You haven't returned the favor and occupied my capital, have you?
 ROME: The Italian government strongly objects to the construction of a French
 Fleet in Marsailles. And the dispatch of a northern Fleet toward the Wes. Med.
 The Italian navy has assured the government that it was up to the challenge and will
 crush the threatened incursion.
 MUNICH: A number of steps were taken immediately after the German reoccupation
 of Munich. 1) All golf courses were ripped up, 2) All forms of Baseball, Football,
 or Basketball betting and pools were prohibited, 3) the Munich law association had
 permanently disbarred Mike Hartman.So, don't come back Mike, you wouldn't
 like it here any more.
 BUDAPEST: Negotiations between Rome and Berlin are going well. Italy's concern
 over the balance of power are being soothed. However, the army in Budapest has
 been ordered toward Vienna to check against the remote possibility that the local
 German commander would support the French retreat from Munich toward Tyrolia.

* * * * *

GAME OPENINGS

DIPLOMACY- The Regular variety featuring three week deadlines; combined seasons;
 no black press; etc. Ask for a copy of the MM Houserules if you do not have
 one but want a copy. Preference lists are accepted. All final country assign-
 ments are up to GM judgement. There are two to four spots open for the next
 game. Signed up and paid are: John Masters, Mark Kraft, and George Collins.
 Stan Johnson and Deane Sperdakos also have a spot if I receive gamefee payment
 before the next deadline date (11/21/80); otherwise the spots will go to the
 first who sign up for them. \$3.00 gamefee. Must maintain a subscription to MM.

Another game opening for DIP will be announced in the next issue. If you
 are thinking about getting in early, please take note that there will be an NMR
 fee included with the usual fees. The NMR fee will be \$3.00.

MACHIAVELLI- This GGM'd game by Jim Broshot has a \$5.00 gamefee attached. The
 scenario used will depend on the number of players signed up. So far Mike
 Scott and Kirby Garrett have indicated a desire to join. Jim is looking for
 five players.

WS&IM, Anyone?- Kirby Garrett is interested in GGMing a scenario. Let me know if
 you are interested and would like to hear more.

BIRTHDAY CON

The staff of Dig Dug Magazine is very distressed that the most fun event of the season has been over so early on every convention that we have seen. The staff is proud to announce the second meeting of shipwreck players is being held and extend invitations to you all to attend. Birthday Con is to commemorate Dan Huzynski's birthday. The staff will hold a three day birthday party on the 14th, 15th, and 16th of November at 570 11th St. We want to have a ice cream party, plenty of shipwreck, Cosmic Conventions, wine and other games plus a large free for all tournament of mixed brother. Prizes will be given for most games and selected in a manner typical of both Western and Huzynski tastes. There will also be a representative of aviation will present to demonstrate their new game "Vintners" on airplanes. There is more room than the last meeting since the large couch has been sold and those that sat on it in my bathtub during shipwreck sessions last time will have an action treat since the tub will be full this time so bring your shorts. And don't forget the gifts for the birthday boy.

On the following page begins the first ever "Vacation Shipwreck" game. I could really use some stand by players so if you are interested please volunteer. I have come up with a few changes to the rules:
 1. Cards that are played will be revealed but the player that played the card will not be revealed.
 2. War cards need no other explanation but I will explain them as they appear to the player that draws each card.
 However, some basics on some of them is necessary. War cards support may be used on your allies, war cards convoys may be used on your allies. When ordering any two or three units, they may be from a variety of nations. Any unit moving more than one space is blocked if confronted anywhere along its path, unless properly supported. A unit moving more than one space may move and see out. In jump cards, there must be an intervening unit on the jump fails. Where there is a conflict concerning which cards take effect over the same units the game master decision is final. In fact all the problems that occur in this game will be decided then by the game master but I would appreciate advice. I'd hate these stencils almost as much as having to pass out my speaking. If anyone else is interested in Vacation Shipwreck write. Also, look for coverage of Birthday Con in next issue.

VACATION DIPLOMACY

ENGLAND

Ron Brown 1528 El Sorena
Bakersfield, Ca 93304

Russia

Dave "The Machine" Grabar
Dairyland School Ave 18½
Chowchilla, Ca 93610

Italy

Blackjack Masters
25711 N. Vista Fairways Dr.
Valencia, Ca 91355

Austria

Al "Cisco" Rodriguez
2112 Roosevelt, Bakersfield

France

James "No N's" Williams,
2500 6th St. SE, Altoona
Iowa 50009

Turkey

Tim Burnas, 3209 Chambers
Eugene, Oregon 97405

Germany

Lob "The Novice" Arnett
1500 Waterway Circle
Chesapeake, Virginia 23320

Moves are due; XA 21 Nov 80



THE TWILIGHT ZINE
#7

Hello out there in stab-land! Hope you have had a nice tranquil month. Mine has been a bit busy. I am sorry to say I am in the process of becoming one of those players who only gets orders in and does not answer letters. I play in close to twenty games. Half of these games I joined as an original player the other half I assumed as a standby. I have even considered dropping out of some of my games that I took on as a standby. A good example illustrating my efforts in DIPLOMACY can be seen in Jack Master's BLACK FROG. In his Pestilence game I wrote twenty + letters prior to Spring '01. Prior to Fall '01 I wrote zero and got stabbed. Am I pissed? No! Anybody who does not write deserves to be eliminated. The only way to succeed in this hobby is to put forth a quality effort. My usual practice of initiating contact and answering every letter has been suspended. I probably just bit off more than I can handle. Hopefully this phase will pass. I wanted to get this out in the open because a good number of MM/TZ readers are in games with me and I wanted you folks to know that at least I'm still alive. Speaking of alive . . . have you been reading all of those slanderous things Jack Masters has been writing about me in BLACK FROG? I just can't understand the guy! Is he really mad at me? Just because I write "La Raza" with spray paint on the side of his garage at our FTF get-together in July, he starts dragging embarrassing stories from my past before the entire hobby. He has gotten my buddy, Tom Heflin, to reveal secrets and rummage through my files for material for the BLACK FROG. I am afraid to open my next issue of BLACK FROG. What further skeletons can Masters drag out of my closet. Please do me a favor and drop Jack a line telling him to "leave Alfredo alone."

Well, let's get to the games . . .

1980 OCT WINTER 1902 SEASONS SEPARATE AT PLAYERS' REQUEST!

Austria- Builds A VIE, A BUD	Italy- No Adj
England- Builds F LON, F EDI, A LPL	Russia- F Den-r-OTB, Disbands F Bla & A Fin;
France- Builds F BRE Builds F BRE	Build A WAR
Germany- NBR! Plays one short	Turkey- No Adj

Spring 1903 due 11/21/80.

Spring orders and press on file for those who submitted them.

1980 AS SPRING 1903 KID KAISER KAPUT? POPE BETTER PRAY!

Austria (David Wildman):	A Bud-RUM; F GRE-s-A Ser-Bul; <u>A TRI-Ser</u> ; <u>A Ser-Bul/d/-s-</u> Alb, Bud, OTB; A Vie-GAL.
England (Charles Miller):	F SKG-s-A Swe-Den; A Swe-DEN; F Nwy-NTH; F MID-s- French F Por-Spa(sc); F Lon-ENG.
France (Dave Grabar):	A Bur-MAR; A GAS-s-A Bur-Mar; F Por-SPA(sc).
Germany (Mark Kraft):	<u>A Den-H/d/-r-Kie, OTB</u> ; A Pru-LVN; A BEL-H; <u>A War-s-</u> <u>A Pru-Lvn/d/-r-Pru, Sil, OTB</u> ; A Kie-HOL; A Ber-MUN; A Mun-RUH.
Italy (Matt McKibbin):	<u>F SPA(sc)-s-A Mar/d/-r-Wes, Lyo, OTB</u> ; A Ven-PIE; <u>A Mar-s-</u> <u>F Spa(sc)/a/</u> ; F ION-H; A Rom-VEN; F Nap-TYS.
Russia (Jeff Albrecht):	A Rum-SER; A Mos-WAR; A UKR-s-A Mos-War; F BLA-s- Turkish A Bul.
Turkey (Jerome Dunn):	A BUL-s-Russian A Rum-Ser; F Aeg-EAS; F Ank-CON; A SMY-H.

Fall 1903 due 11/21/80.

1980 AS Press on next page.

TWILIGHT ZINE (Con'd)

1980AS Press-

PARIS: I feel I could have held G/E for a long time. But, the Italian attack totally killed the French. Therefore, France will remove the Italians from the Iberian Peninsula before he destroys E/G.

LONDON: A new day is dawning; A time for new beginnings.

1980CU FALL 1902 LOVE THOSE MULTINATIONAL CONVOYS!

Austria (Ralph McKnight): A SEV-s-Turkish A Rum-Ukr; A Gal-WAR; A TRI-Ven;
F ION-c-Turkish A Con-Apu; A Boh-SIL.
England (Donald Swartz): F NTH-Bel; F IRI-Mid; F ENG-s-A Pic-Bre; A PIC-Bre;
F Nwy-STP(nc).
France (Dan Kuszyński): A BUR-Bel; A PAR-s-A Bre-Pic; F SPA(sc)-Mid; A BRE-Pic.
Germany (Anthony Stark): A GAS-s-Italian A Mar; A Ruh-MUN; F DEN-H.
Italy (Paul Goodrich): A MAR-H; A PIE-Ven; F TUN-H; F Tys-NAP.
Russia (Hector Roybal): NMR! A Ukr-H/a; F SWE-H; A MOS-H.
Turkey (James Dunn): A Arm-SMY; F AEG-c-A Con-Apu; A Rum-UKR; F BLA-s-
Austrian A Sev; A Con-APU.

Winter ~~1902~~ 1902 AND Spring 1903 due 11/21/80.

Supply Center Chart 1902

Austria- Home, Ser, Gre, SEV, WAR.....	(7)	+2
England- Home, Bel, STP.....	(5)	+1
France- Par, Bre, Mar, Spa.....	(3)	-1
Germany- Home, Hol, Den.....	(5)	was two short so builds 2 (+2)
Italy- Home, Tun, MAR.....	(5)	+1
Russia- Mos, STP , War , Ser , Swe.....	(2)	was playing one short, had 2 burned so is now even (0).
XXXXXX Turkey- Home, Bul, Rum.....	(5)	0

1980CU Press-

THE FIELD: This is the kind of game that all typists love. No press!

* * * * *

As usual, TZ is written by Al Rodriguez, 2112 Roosevelt, Bakersfield, CA 93304.
Phone - (805) 324-6820. Sleep tight and don't let the stab-bugs bite! Adios.

* * * * *

MM/TZ STANDBY LIST

The following people are listed as current standbys for DIPLOMACY:

Keith Mercer, Dave Grabar, John Caruso, Jack Masters, Ron Kelly, Timothy R. Haffey,
Denise Tucker, James R. Williams, Paul Goodrich, Don Swartz, & Steve Heinowski.

If anyone wants on or off, please let me know. I know that sometimes someone requests
to be on the standby list and I screw up and don't get them included on the list.

***** If you have requested to be a standby and your name does not appear on the above
list, please remind me again! Thanks!

The following are on the list for MACHIAVELLI:

--- Marion Bates. Anyone else interested? Grabar?

The following are needed for standbys for SUBMARINE: YOU! I have no current
standbys! Anyone care to help out here?

NEW GAME START! KNOWN AS MM-9

WINTER 1900 EUROPE BEGINS ARMS RACE!

Austria: Scott Hanson, 701 15th Ave SE, Minneapolis, MN 55414.
 England: /Bill Schiwautz, 1342 N. Crescent Hgts. Blvd, Los Angeles, CA 90046.
 France: Jim Vaughan, P.O. Box 1094, ~~MA~~ Leominster, MA 01453.
 Germany: J.P. Kunstenoar, 3638 Dinochen #4, Montréal, Quebec, CANADA H2X 2E8.
 Italy: Al Pearson, Rte 1, Box 177B5, Kearneysville, WVA 25430.
 Russia: George Cunningham, 189 Pine St., Burlington, VT 05401.
 Turkey: Jim Gray, 130 W. Maynard Ave Apt. 3-H, Columbus, OH 43202.

Spring 1901 due here 11/21/80. Good luck to all and may this be an exciting game!

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--- THE TORPID TOWER OF
 TERROR
 PART 4.

The party of four fearless adventurers soon found another of 'the mysterious' green arrows on the floor of the dark passageway just ahead. Perry the Priest stated his feelings on what the group should do next. He pretty much spoke for the others also when he said, "We should continue to follow these marks; they may lead us to great rewards!"

In the flickering light cast weakly forth by the sputtering flames of their torches, the party saw that the southernly passage they had been following ended with a door leading west. Al the Warrior muscled the door open and the group stepped out into a long hallway running north and south. But there on the floor directly in front of them leading straight to the west: another green arrow! Upon closer inspection the group saw that the westerly "path" only led 10' to a wall with a most unusual painting. There on the wall before them was a huge, leering Orc-Face. But where the mouth should have been was a round 5' wide opening! This they found to be a chute which led downwards. "Probably an emergency escape method," said Kosgriff the Mage. The others nodded in agreement. Suddenly the minstrel Filler pulled himself up and hurled himself through the opening and down the slide! At first the others wanted to leave and take another path because, as Kosgriff stated, "If we leave him for something to carve up, we won't have to listen to all the awful strumming and off-key singing!" But when Perry brought up that the imbecile might accidentally stumble upon some great treasure without them present, it was decided to follow the bard down the slide, through the awful, grinning face of the orc.

After a long drap down the slide, the group found themselves neatly deposited on a bunch of pillows in a dark hallway. After righting themselves and finding all together, including the singing Filler, they started off again, not knowing what level of the dungeon they had been channeled into.

The passageway they were in twisted north and then a 'T' intersection where they could go east or west. They chose east and soon came to a great, heavy, iron door. The passage leading to it was noticeably dusty and musty -- as if no one ever ventures this way. They saw an iron skull above the door. Al stepped close to get a better view. As he did so, the skull began to speak!

" 'Dust to dust, ashes to ashes',

This what men say when

Death claims them from life's Sashes. The powerful magical treasures

If thou art those that search

For Mighty Smaug's Golden Hoarde,

Be prepared to leave some in the lurch.

For many awesome dangers guard in the fog,

Of the Great, Mighty Worm, SMAUG."

((TO BE CON'D))

WRAP-UP

Well, it's time to put another one of these little devils to bed. I wish to apologize for the lateness (5 days) that this issue is getting out. I probably erred in trying to get too much into this one. But live and learn. By the next deadline (Nov. 21) football season will be over and my leisure time will increase dramatically. Our team is doing much better than anyone expected so far this year with two major upsets already! (In case you care). Anyway, next issue will have an analysis of the Readers' Poll so if you have not yet ~~to~~ returned yours there's still time! Many thanks once again for those who took the time to complete the form and send it back. Well, until Nov. 21, then, bye-bye.

* * * * *

Your sub expires with #_____

Would you please standby in game_____ on pg._____

Sample_____ Trade ✓

Happy Halloween!

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